Vidivox User Manual

By Ammar Bagasrawala

Contents

1   Introduction

This document serves as a user guide to the Vidivox application which allows for the manipulation of audio and video files. In this document, details of how to successfully use Vidivox are outlined and the functions it contains are described.

2   Getting Started

2.1   Running the Application

In order to run the application, a Linux based system is required and Java 1.7 must be installed. Along with this, the text to speech tool Festival must also be installed. Another tool, ffmpeg must also be installed in order for Vidivox to run successfully.

To start up the application:

- Right click the jar file called Vidivox.jar and select the "Properties" option
- Navigate to the "Permissions" tab
- Make sure the checkbox "Execute: Allow Executing file as a program" is on and then close the dialog
- Double click the jar file to open it
- If this does not work then open up the terminal. Navigate to where the jar file is located using the cd command. Enter the following: java –jar Vidivox.jar
- Welcome to Vidivox!
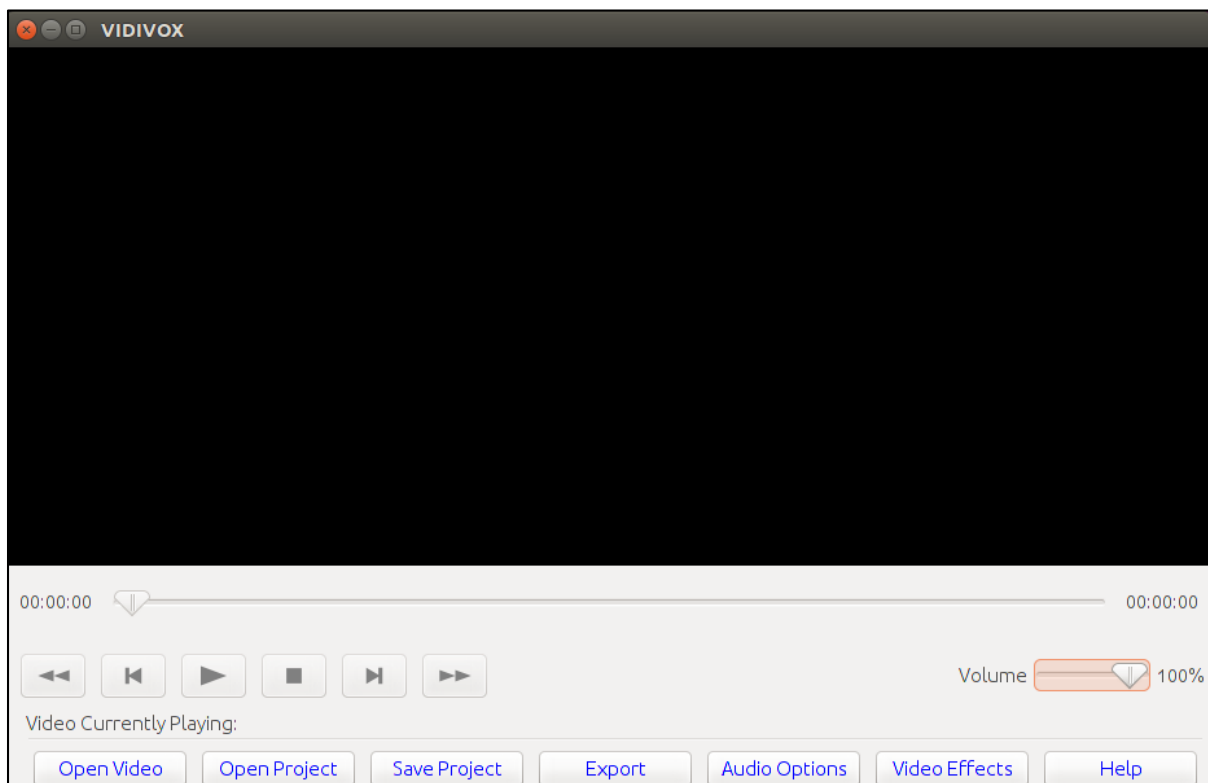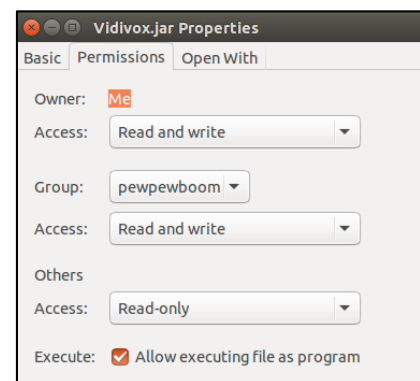
2.2 Main Screen Functions

The images below show the functions of sections of the main screen. The whole main screen can be seen on the previous page.
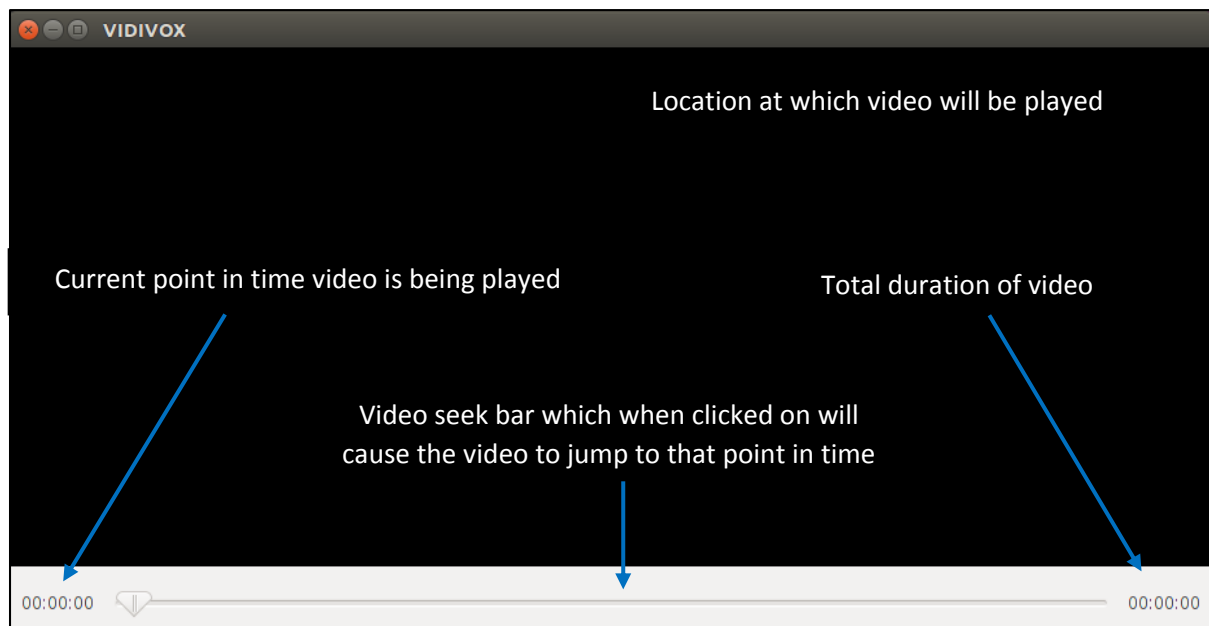

Figure 1 - Basic functionality

The table below shows the functionality for the buttons in figure 1.
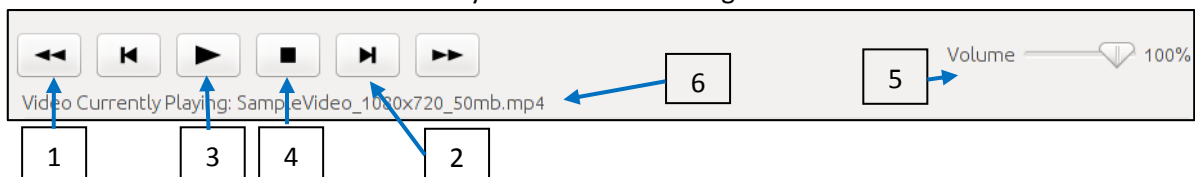
Component Number	Component Name	Function
1	Rewind/ Fast Forward	Click to start rewinding/ fast forwarding video, click again to stop
2	Skip Backward/Forward	Click to skip the video backwards/forwards by 10 seconds
3	Play/Pause	Click to play/pause the video
4	Stop	Click to stop the video and set it to the beginning
5	Volume Options	Options to controls the volume, drag right to increase, left to decrease
6	Current Video	Text indicating the current video being played

The table below shows the functionality for the buttons shown below.

| Open Video | Open Project | Save Project | Export | Audio Options | Video Effects | Help |

| 1 | 2 | 3 | 4 | 5 | 6 | 7 |
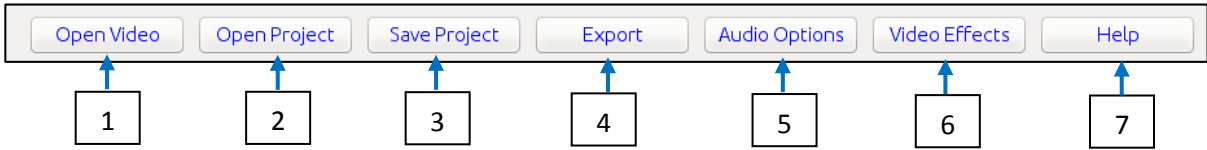
Component Number	Component Name	Function
1	Open video	Button to open a video
2	Open Project	Button to open a project file
3	Save Project	Button to save the current project
4	Export	Button to merge the video and audio tracks into one mp4 file
5	Audio Options	Button which enables the audio options to be viewed
6	Video Effects	Button which enables the video effects to be shown or hidden
7	Help	Button which provides the user with help

2.3 Video Effects Screen

The image below shows the video effects screen in conjunction with the main screen. This screen can be hidden or shown through the use of the "Video Effects" button.

Each of the sliders is labelled with the corresponding video effect and can be dragged to adjust the effect on the video. The reset button next to each of the sliders, resets that particular slider.

2.4 Audio Creation and Addition Screen

The following figures shows the screen in which audio can be generated and added to the project. The button "Add Commentary" is used to allow the user to enter text and generate audio from that given text. The "Add Audio File" button is used to add pre-existing audio files such as mp3's to the project. The "Play Audio & Video" button is used to preview all the selected audio track and the video together without the need of exporting or merging any files.
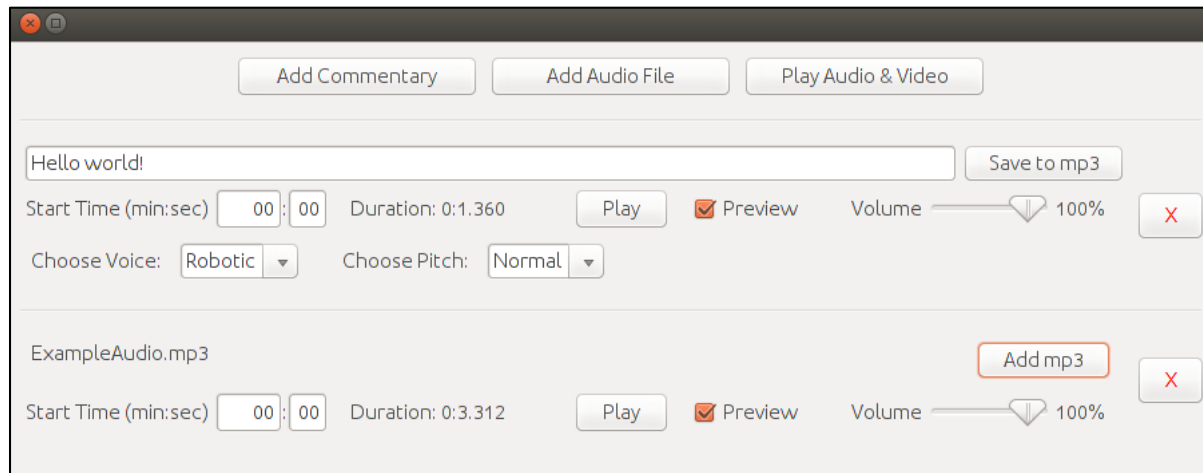
The figure and table below outlines the functions of the components used to generate audio from text inputted by the user.
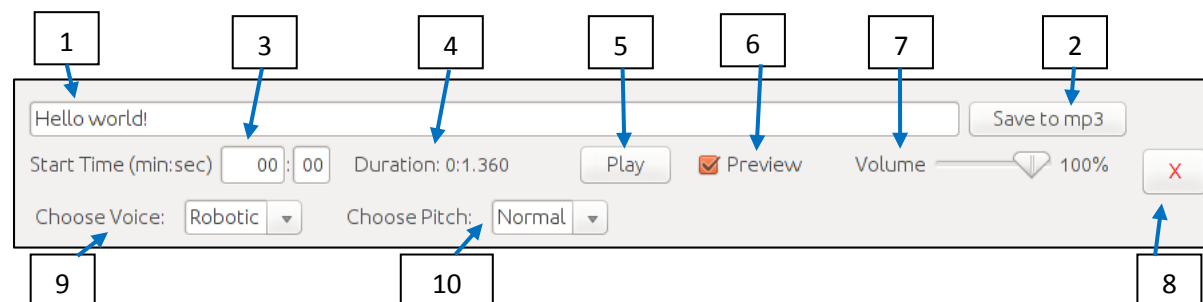
Component Number	Component Name	Function
1	Text Box	Text box to allow user to type in their commentary
2	Save to mp3	Saves the current commentary as an mp3 file
3	Start Time	The time at which the specific audio should be played
4	Duration	The length of time of the commentary when converted
5	Play	Button to preview just this audio track
6	Preview Check Box	When selected, and "Play Audio & Video" is clicked, this commentary will be previed. If it is not selected, then it won't be previewed

7	Volume Options	Slider to control the volume of the specific audio track
8	Delete Button (X)	Deletes the commentary from the project
9	Voice Options	The choice of accents to be applied to the audio track
10	Pitch Options	The choice of pitch levels to be applied to the audio track

The figure and table below highlights the functions of the components used in the addition of pre-existing audio files.
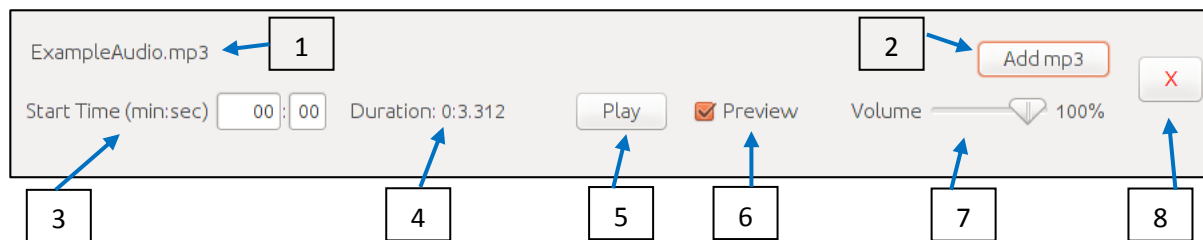
| Component Number	Component Name	Function
1	Name of Audio	Label showing user the name of the audio they added
2	Add mp3	Adds an mp3 file to this audio if empty, else it replaces the currrent audio file
3	Start Time	The time at which the specific audio should be played
4	Duration	The length of time of the commentary when converted
5	Play	Button to preview just this audio track
6	Preview Check Box	When selected, and "Play Audio & Video" is clicked, this commentary will be previed. If it is not selected, then it won't be previewed
7	Volume Options	Slider to control the volume of the specific audio track
8	Delete Button (X)	Deletes the commentary from the project

3   Basic Video Viewing Functions

3.1   Opening a Video

In order to open a video to view:

- Click on the "Open Video" button (Refer to figure 1)
- Navigate to where a video is saved
- Select the video and click on "Ok" or double click the video file

The video will then begin playing. If the video does not being to play then the video file is quite likely corrupted and will not be playable.

The options for playing the video, such as playing, pausing and etc. are described in the table and figure above
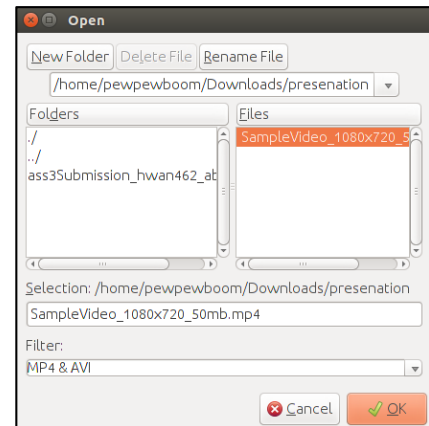
4   Video Effects

Effects can be added to a video already playing. These include the modification of the brightness, hue, contrast, saturation and gamma levels of the video.

4.1   Hiding and Un-hiding Video Effects Options

The button "Video Effects" located at the bottom right-hand side corner of the application allows the options to be hidden or viewed when clicked.

4.2   Changing Video Effects

In order to change the video effects:

- Simply decide the effect to modify
- Navigate to that specific effect's slider
- Drag the slider either left or right depending on desired result
- To reset the effect to its original state, click the "Reset" button
- This can be done many times, for each of the 5 video effects
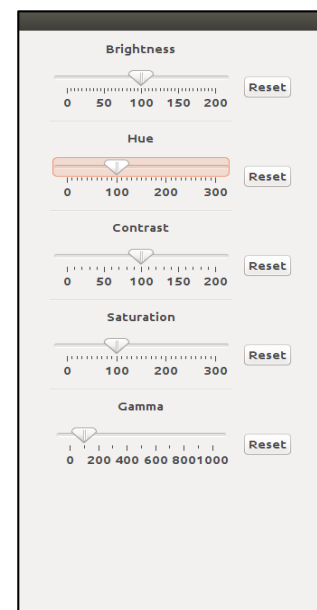
5   Audio Options

There are numerous options to add audio files to a project. Click on the "Audio Options" button to get started. The window shown below will then pop-up.
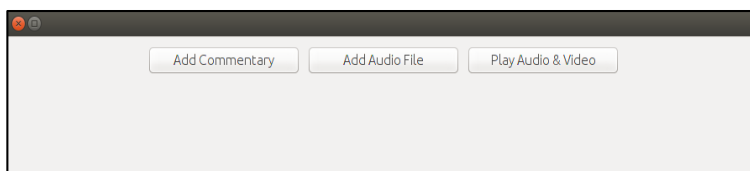
5.1   Creating Audio from Text

To get started click on the "Add Commentary" button located near the top of the video. The following image will then show up.
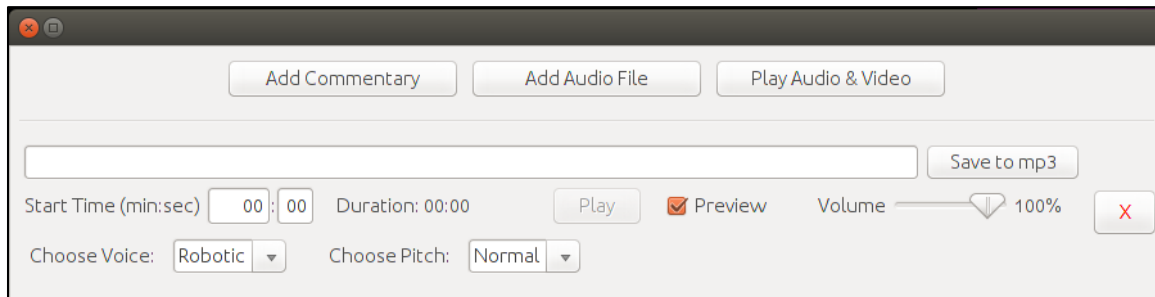

Figure 2 - Audio Dialog

Type the text to be converted used as audio in the text box provided. Once you have finished typing, there will be an audio file created in the /temp/ folder. The duration will also be updated and will show how long the audio file just created is in minutes : seconds . milliseconds

In order to listen to this specific audio track click the "Play" button under the text box where the text is added and this audio track will play.

Additional functions such as setting the time at which the audio starts playing in relation to the video file can also be set up (refer to figure 2). The first text box for the start time, indicates the minutes and the second text box indicates the seconds at which the audio is to be added.

Options to adjust the pitch and accent of the voice are also available. There is a choice of three accents, Robotic, British and Kiwi, all of which are male voices. The pitch can also be adjusted through the selection of one of three options which include low, normal and high.
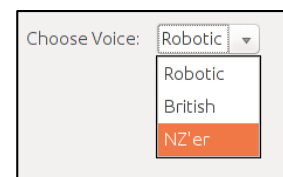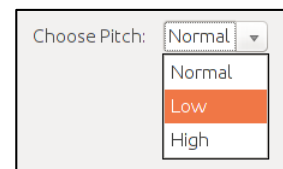
5.2   Adding Already Existing Audio Files

To add pre-existing audio files to the project, click on the "Add Audio File" button. The image below shows an example of what should be seen.
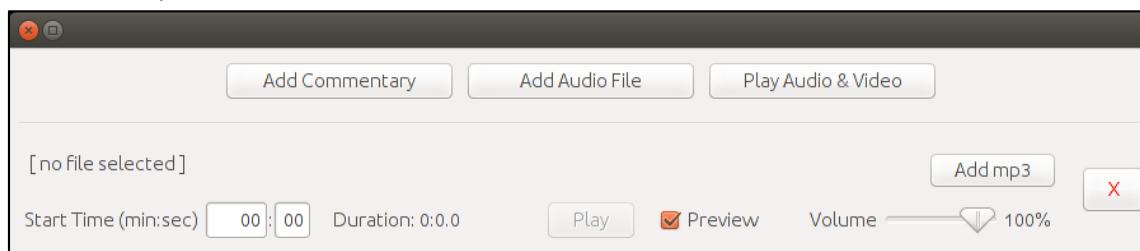
- To choose the mp3 file to add, click on the "Add mp3" button.
- Navigate to where the mp3 file is located and double click it.
- This file is now added to the project and can be previewed by itself or with other audio or video.
- If the audio file needs to be changed, the "Add mp3" button can be used again, just choose another mp3 file.

5.3   Previewing Audio Tracks and Video

All audio tracks added to the project can be previewed with the video playing without the need of exporting all files into one file. Simply ensure the audio track to be previewed has its preview box ticked (refer to figure 2). Then click on the "Play Audio & Video" button to preview the whole video as if it were already exported.

6   Working with Projects

A project is a file which allows the audio added to a video file to be saved without merging any of the audio tracks with the video and are named with the extension ".vvproject". Note that moving the video or mp3 files after saving a project may result in errors as the project file stores the location of these files at the time of point when the project is created. So if the locations are changed, then the project may not be able to be opened. To fix this refer to section 6.3 below.

6.1   Opening a Project

To open a project previously created, follow these simple steps:

- Click on the "Open Project" button on the main window (refer to figure 1)
- Navigate to the location of the project file
- Double click the project file (it will end with .vvproject)
- If an error occurs refer to section 6.3 below
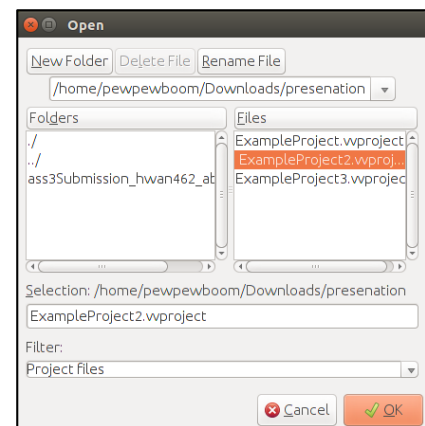
6.2   Saving a Project

To save a project, follow these simple steps:

- Click on the "Save Project" button on the main window (refer to figure 1)
- Navigate to where the project file is to be saved
- Choose a name for the file and enter it into the text box (the name can be anything, and if an extension of .vvproject is not added, the application will add it)
- Click the "Save" button. The project is now saved.
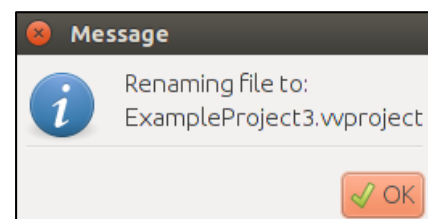
6.3   Error Opening Project
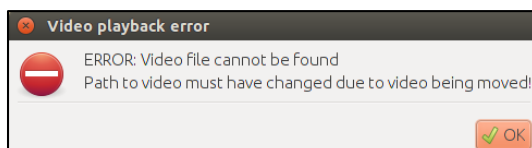
If there was an error encountered and the following message on the left has popped up. It means that the video file or mp3 files used in the project have been moved from their original locations. To fix this problem, simply navigate to the location of the .vvproject file and double click it. The first line specifies the video's location. Read this location and compare it with where the video is located currently. The current location must be changed to match the location specified in the project file. Do this by moving the video file to the specified location.

Do the same for added mp3 files which do not work.

7   Merging Audio Tracks and Video

In order to merge all the audio tracks and the video currently playing into one mp4 video file, follow the steps outlined below:

- Click the "Export" button (refer to figure 1)
- Select the destination for this file
- Enter a name for this file
- Click "Ok"

This will begin the process of merging the audio and video. A progress bar will show up, indicating that the process of merging is working.

This process will take some time, therefore the application is still fully functional at this time. Once the process is complete, there will be a pop-up showing the location of the saved file. Do not worry about the file extension, the application will automatically rename the video file to .mp4 if no file extension is specified.